



# Polishing with Advanced Tool Paths to Optimize Surface Micro-structure and PSD

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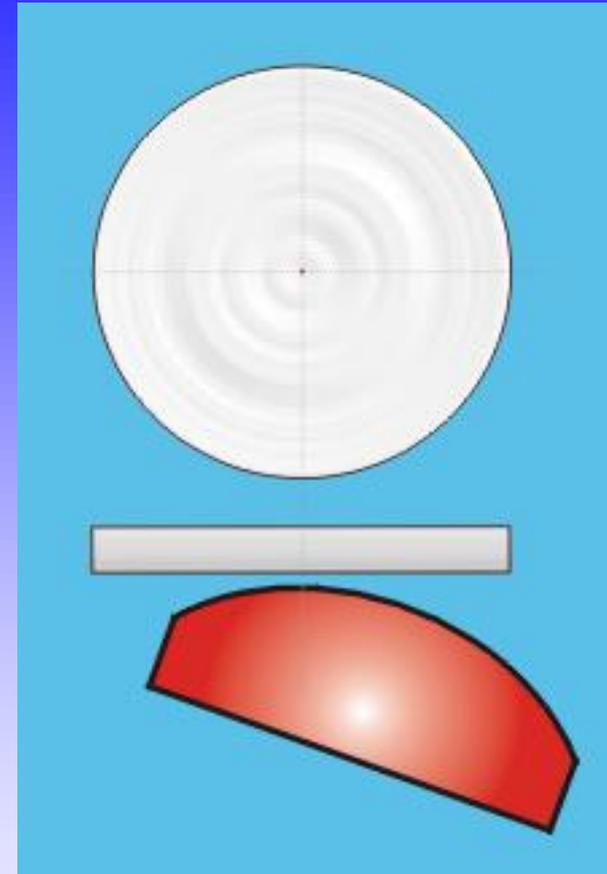
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# Basis of the Zeeko Polishing Process

- Spherical “bonnet” creates a localized area of material removal of variable size (“influence function”)
- Spot size is controlled independently by varying:
  - The axial position of the tool WRT the part, and therefore the degree to which the membrane is compressed against the part
  - The internal pressure of the working fluid within the tool is controlled separately

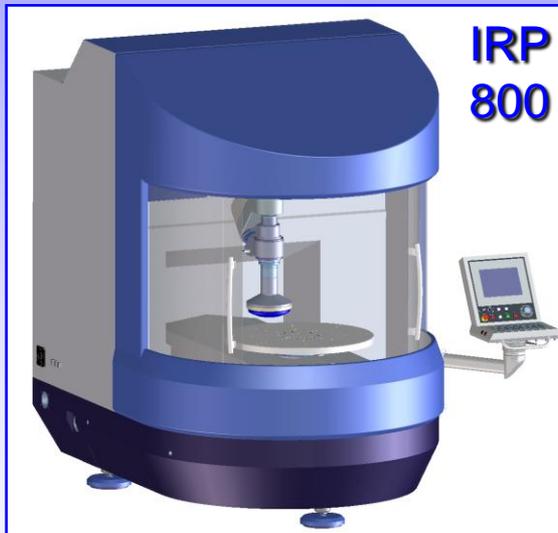


# Tooling

## The spherical bonnet tooling:

- is covered with standard polishing pads (e.g. polyurethane)
- is pressed into the surface of the workpiece by displacement  $\Delta z$ , creating a contact spot of known diameter
- is worked with standard polishing consumables (e.g. cerium oxide)
- delivers volumetric removal rates up to a few cubic millimeters per minute

# The Zeeko Optics Machine Range



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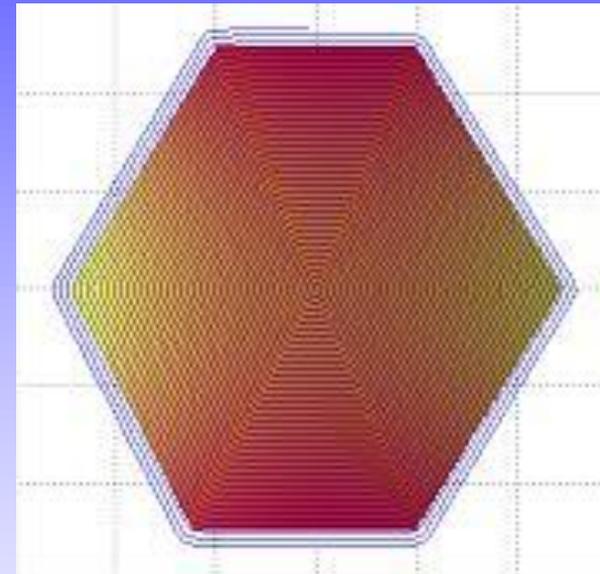
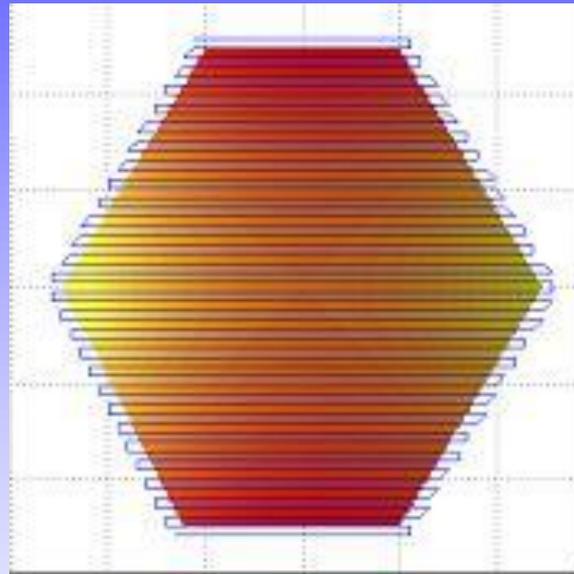
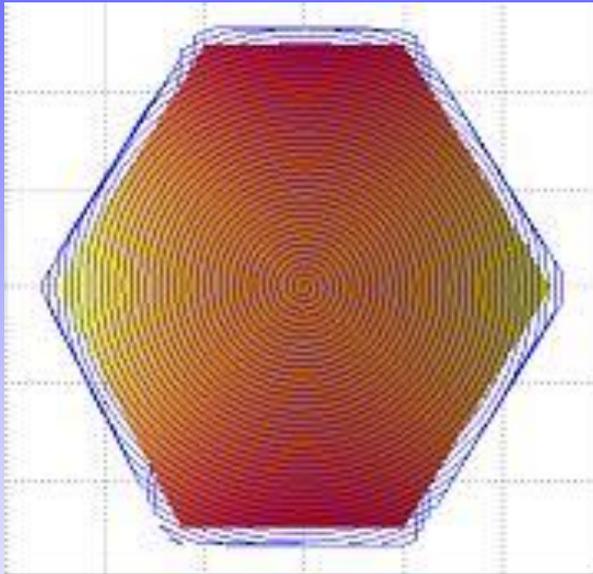
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# Zeeko Polishing Advantages

The Zeeko Classic polishing process:

- Uses standard polishing pads and slurries
- Pre-polishes from the ground blank condition
- Capable of polishing complex freeform geometries
- Able to polish a plethora of materials including optical glasses, ceramics and metals
- Is deterministic, resulting in reduced production times due to its high removal rate and repeatability

# Tool paths

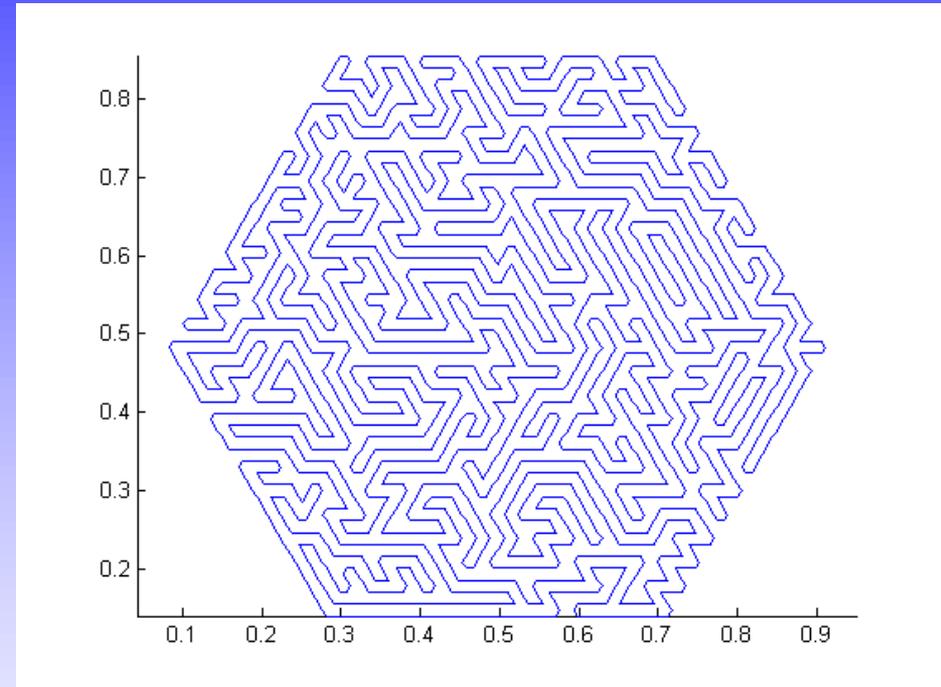


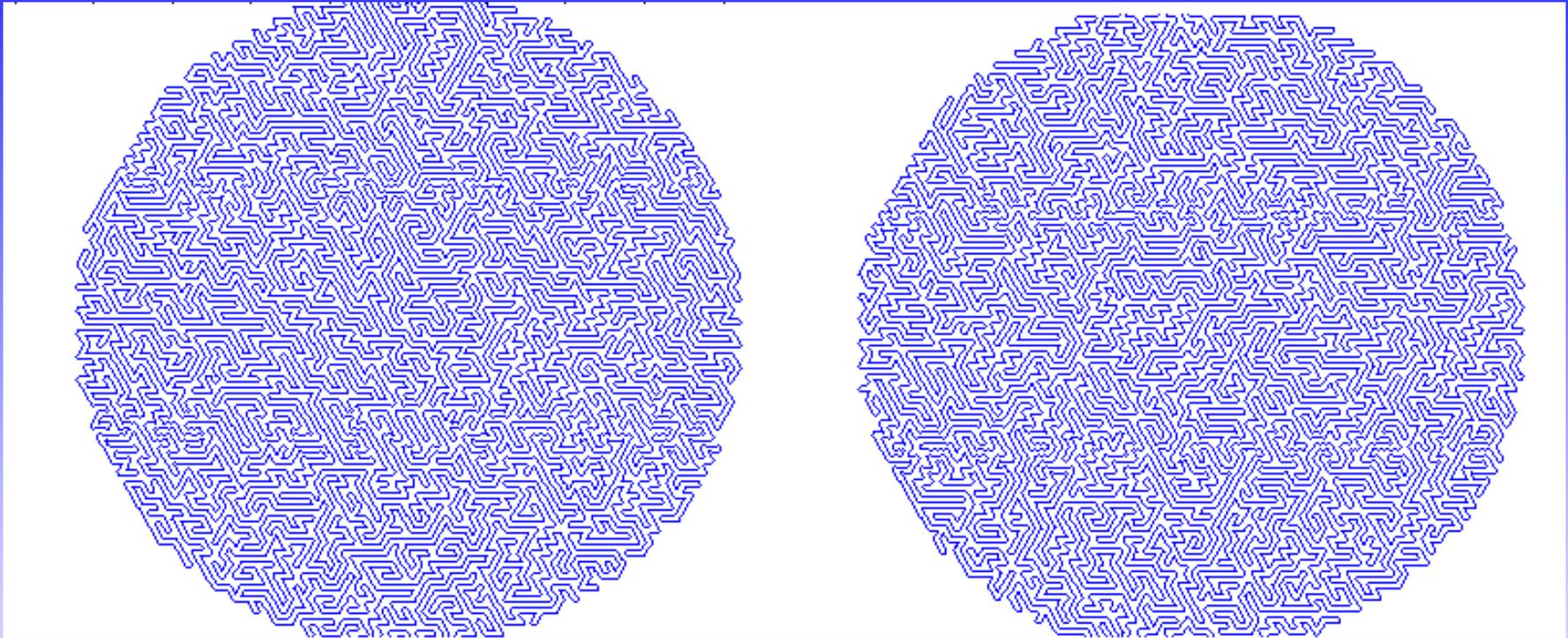
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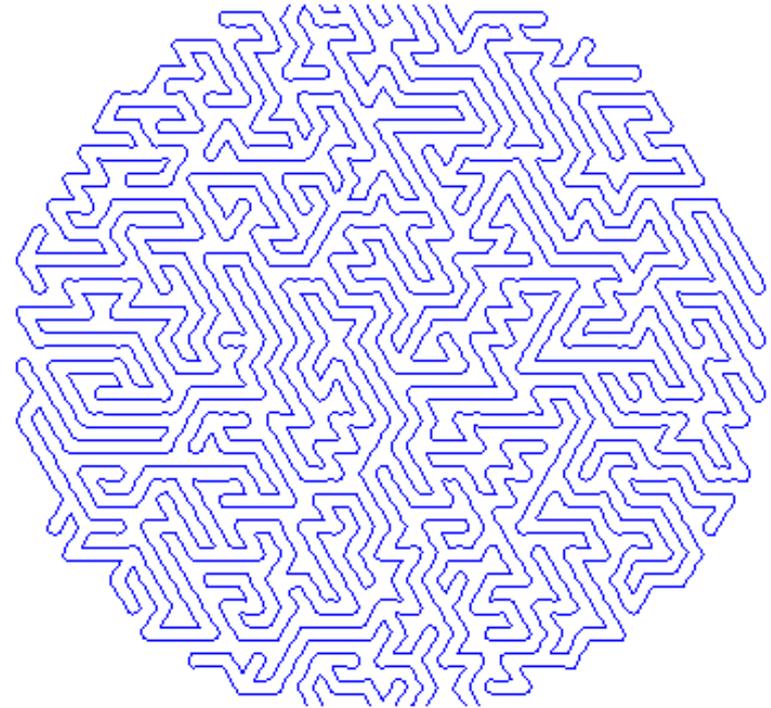
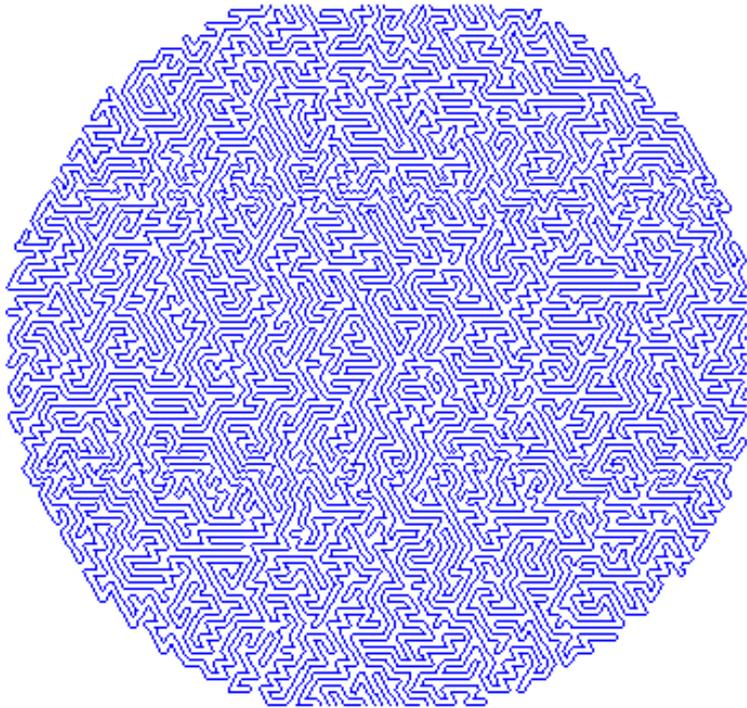
# The unicursal random tool path

- Never crosses itself
- Completely new pattern with each iteration
- Can be used with any continuous surface
- This tool path is compatible with Zeeko's *Precessions* software for corrective polishing

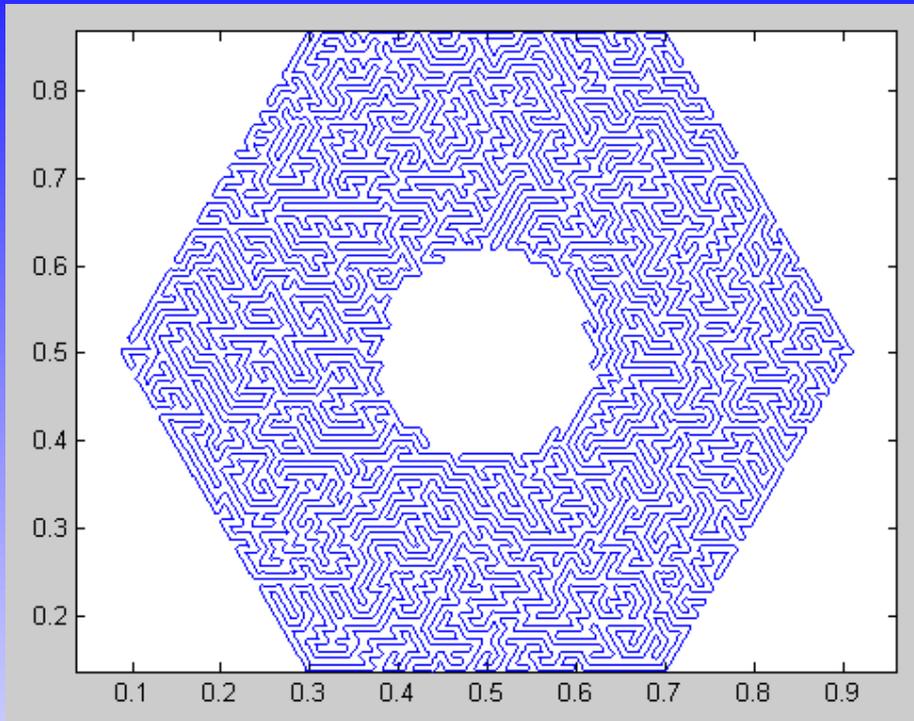




- A new pattern is produced with each iteration of the algorithm.



- The density of the pattern can be varied.



- The algorithm can be used with any continuous surface.

# Two experiments are presented in this talk . . .

- A comparison of polishing with raster and random tool paths, with all other variables held constant
- Improving the PSD of a raster-polished region using a random tool path

# A comparison between raster and random tool paths

- Two 20-mm diameter spots were polished on a pitch-polished flat part
- The pattern spacing on both paths was 0.35 mm.
- All other parameters were equal.

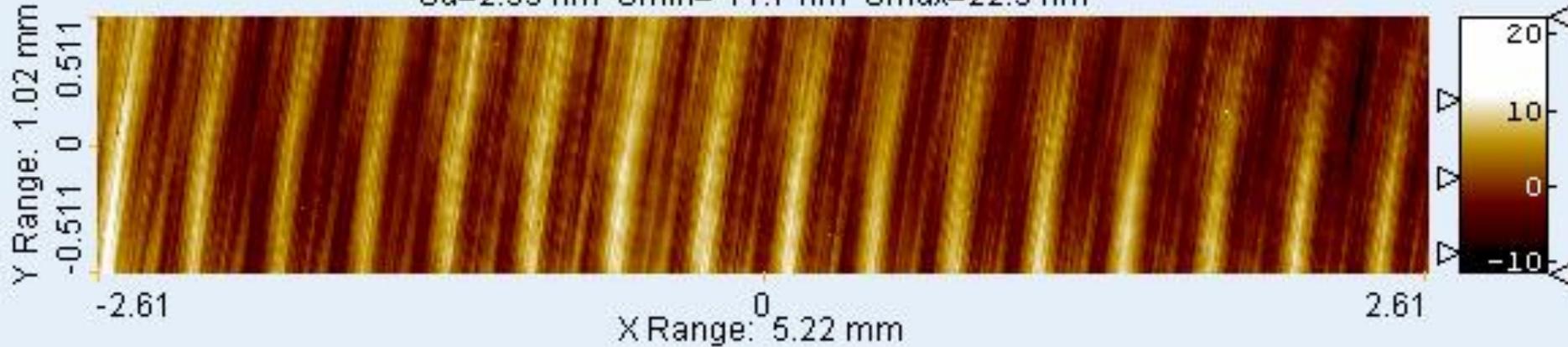
Feed rate: 100 mm/min  
H-axis speed: 300 rpm  
Precess angle: 15  
10 mm spot

80 mm bonnet  
Z-offset: 0.16 mm  
Polishing time: 30 min

# Raster polished region

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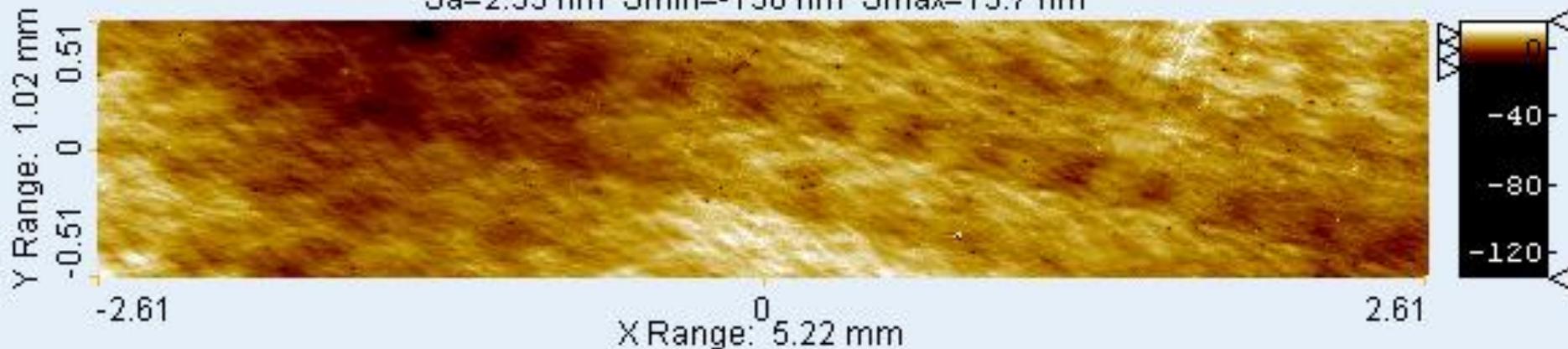
Sa=2.99 nm Smin=-11.7 nm Smax=22.3 nm



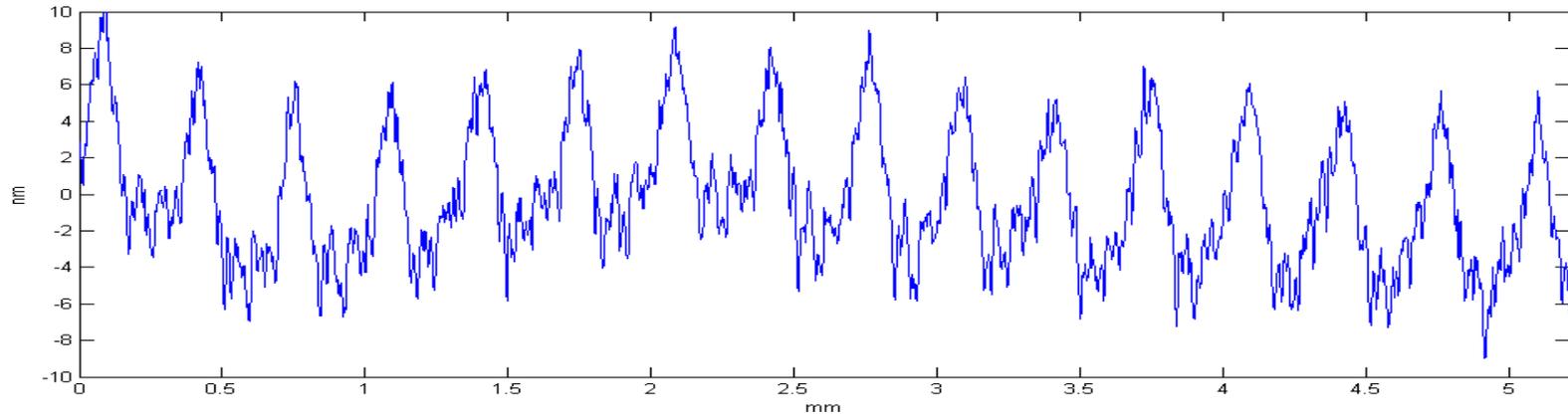
# Random polished region

C:\Copy of MapvueAE\DataC:\Copy of MapvueAE\Data\TEMP.map

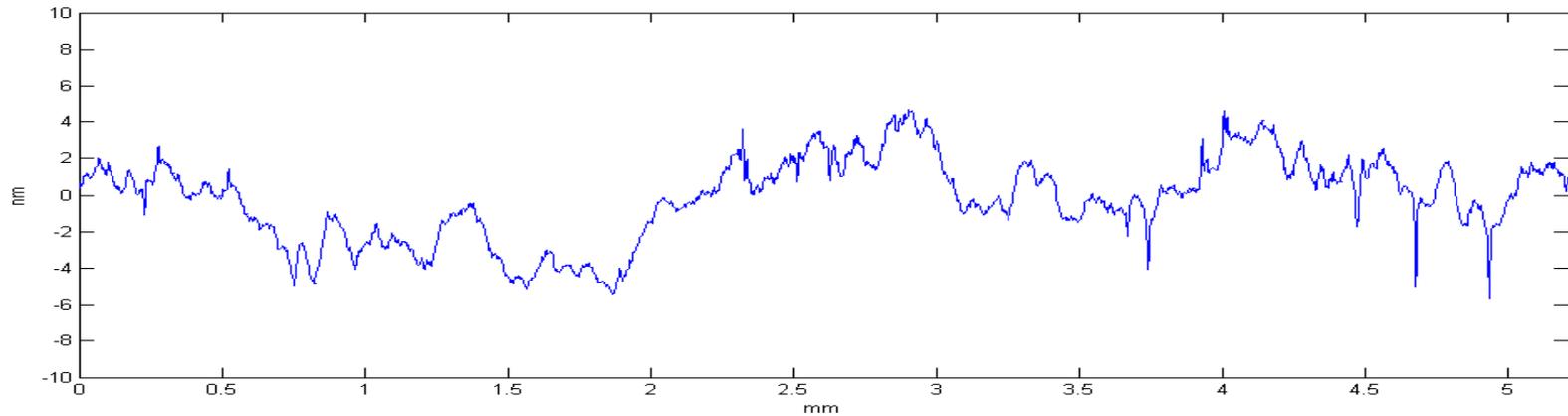
Sa=2.53 nm Smin=-136 nm Smax=15.7 nm



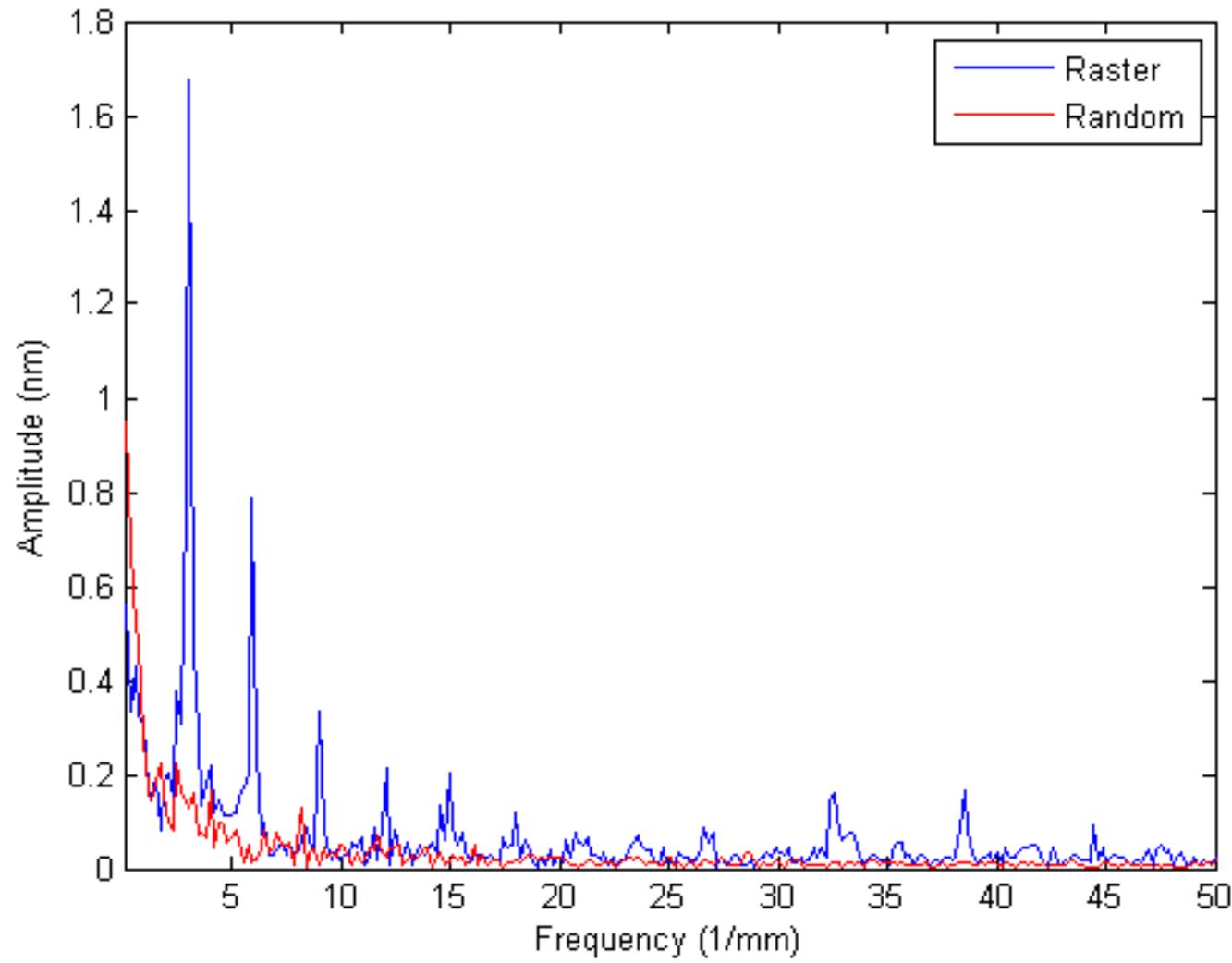
# Raster polished region profile



# Random polished region profile

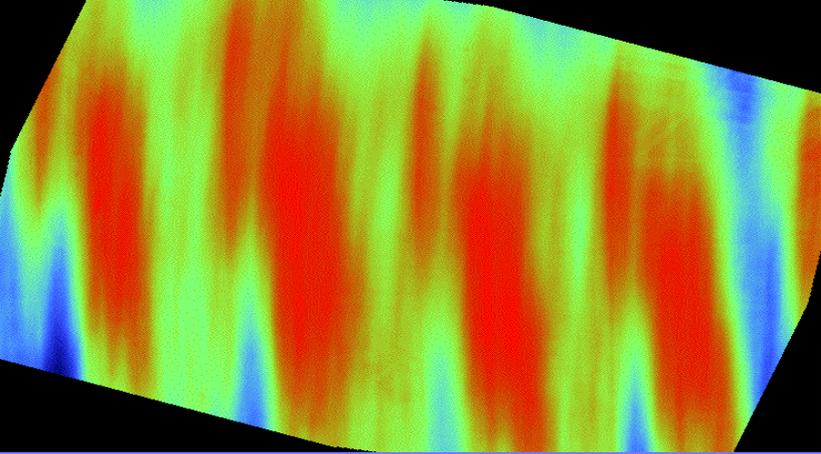


# PSD Comparison

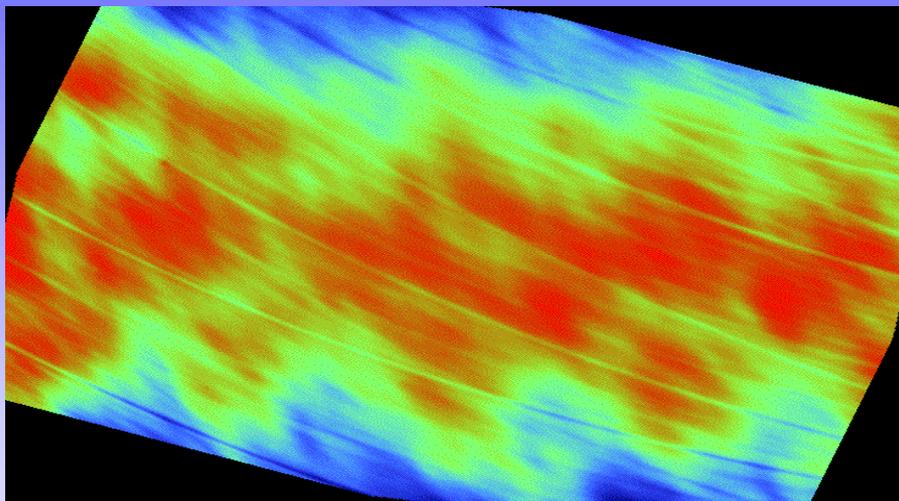


# Improving PSD on a raster polished surface

- A 35mm diameter area on a glass flat was polished with a raster path to produce a surface with a periodic mid-spatial frequency feature.
- This region was then re-polished twice using random tool paths, resulting in an improvement in PSD.

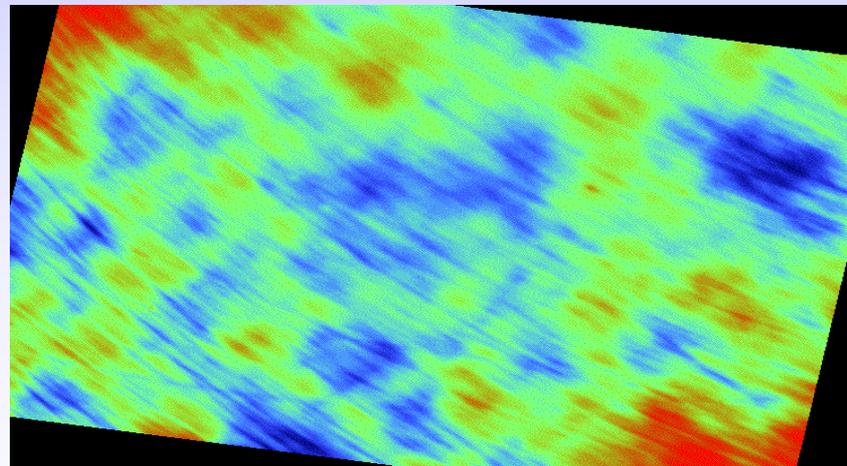


Surface after  
raster polish

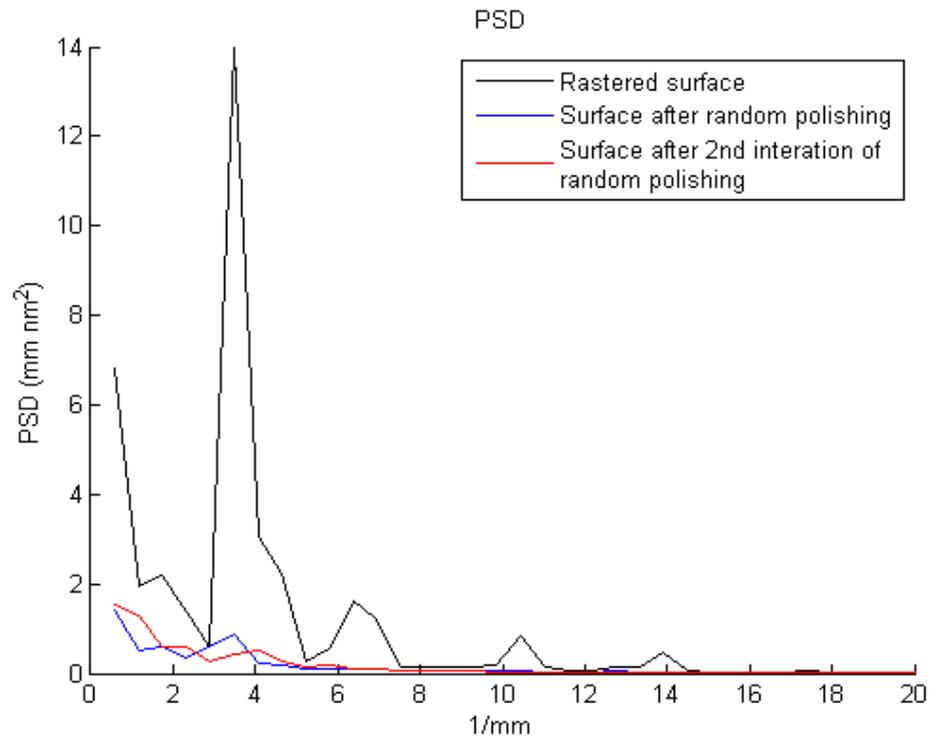
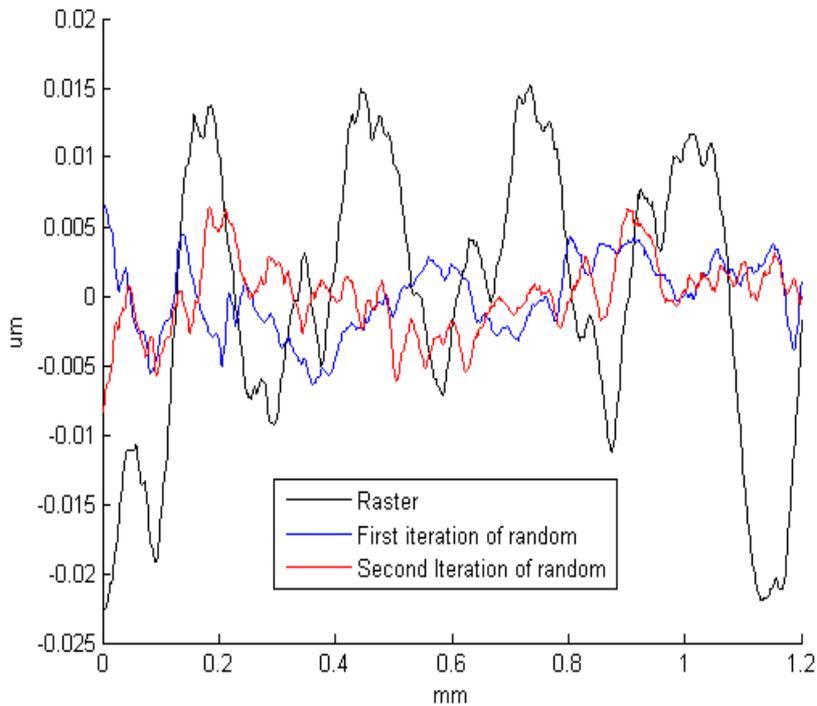


Surface after 1st  
random polish

Surface after  
2nd random  
polish



# Surface characteristics



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# Surface texture statistics

	Ra (nm)	Rq (nm)	Rt (nm)
Rastered surface	8.10	10.29	114.47
After 1st random polish	6.55	7.85	43.37
After 2nd random polish	3.95	5.24	35.21

# Future Work

- Improve the performance of the random tool path by using advanced interpolation methods in the CNC controller of the Zeeko machines.
- Integrate random tool paths with edge control.
- Integrate the random tool path into Zeeko's *Precessions*<sup>TM</sup> software for corrective polishing.

# Acknowledgements

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